AGES 8+
71094

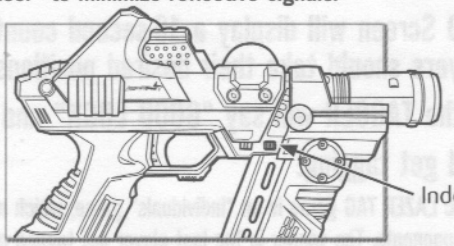
Deluxe 2 Player System

IMPORTANT NOTE: When joining, hosting or debriefing, switch the Speaker On/Off Switch to Off [ ].

HELPFUL HINTS

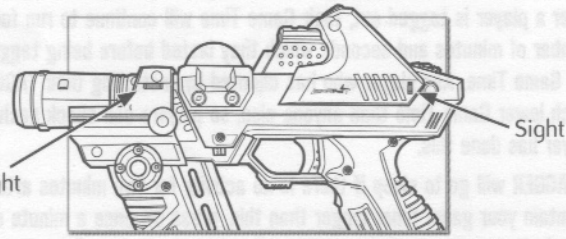
1. For Zone Games, set the Indoor/Outdoor Switch to "Outdoor" for a larger zone, or "Indoor" for a smaller zone.
2. During general use, the Indoor/Outdoor Switch should be set at "Outdoor." If you experience stray or incidental tags when playing in an enclosed area, switch the Indoor/Outdoor switch to "Indoor" to minimize reflective signals.

TAGGER RIGHT SIDE VIEW



3. There are two sights on the left side of the Tagger™* Unit to assist in accurate launching of tags. Line up your target by using the two sights for increased accuracy in targeting.

TAGGER LEFT SIDE VIEW



4. Tags can be registered from a distance, even if it exceeds your lock-on and verification capabilities. This means you can sometimes score a long distance tag without audio/visual verification. Even if your TAGGER is not locking on to its target, it is often worth attempting a long distance tag in excess of 100 feet using the manual sight alone.

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U.S. Patent No. 5,904,621

P/N 6374880000

TIGER ELECTRONICS®*
Where Technology Comes to Play!™*

Hasbro®

LAZER TAG TEAM OPS

QUICK START GUIDE

For a quick, "Grab & Go" game of Lazer Tag®, simply follow these steps:

1. Press the TRIGGER to wake your TAGGER up.
2. Verify that the power-up SFX are played, and "LTAG" appears on the LCD screen.
3. Press the Trigger to start the Classic LAZER TAG "LTAG" game. All players should press their triggers together, so that everybody starts at the same time.
4. The LCD Screen will display a 10-second countdown during which time the players should take their desired positions.
5. At T-0 the TAGGER will say "GOOD LUCK" and the game will begin.
6. Aim and get tagging!

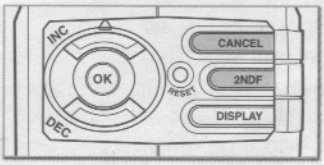
The Classic LAZER TAG game is an "individuals" game, which means that all other players are your opponents. The winner is the last player not tagged out. Each player has unlimited reloads, 10 Mega-Tags, 15 seconds of shields, and is tagged out after receiving 10 tags from other players.

After a player is tagged out, their Game Time will continue to run for another 2 minutes and the number of minutes and seconds which they lasted before being tagged out will be shown below the Game Time. Any player who has cheated by restarting their TAGGER in mid-game will have a much lower Game Time than anyone else, so players can check each others' timers to ensure no player has done this.

A TAGGER will go to sleep if there is no activity for two minutes after being tagged out. To maintain your game timer longer than this, press OK once a minute or so until the game is over for all players, then you can compare timers.

Classic LAZER TAG is not a Hosted game, so it does not require Hosting and Joining the way the other more advanced games do. It also does not support Debriefing and Scoring at the end of the game.

To turn your TAGGER off, press 2nd F + CANCEL.

If you'd like to start another game, just press the TRIGGER.

Please see page 1 of your manual for additional tear-out Quick Start Guides for you and your friends!